

**IN THE CLAIMS**

*A complete listing of all claims in the application is included below. As indicated below, please cancel claims 1-21 without prejudice, and add new claims 22-36.*

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20. (canceled)

21. (canceled)

22. (new) A method for processing graphical data, the method comprising:

mapping a convention-defined vertex parameter with an application-defined identifier, wherein the application-defined identifier is definable by an application-defined vertex program and wherein the convention-defined vertex parameter is associated with vertex data;

retrieving the vertex data associated with the convention-defined vertex parameter by calling the application-defined identifier; and

generating a graphical output using the retrieved vertex data.

23. (new) The method of claim 22, wherein the convention-defined vertex parameter comprises an OpenGL defined parameter.

24. (new) The method of claim 22, wherein the convention-defined vertex parameter comprises a D3D defined parameter.

25. (new) The method of claim 22, further comprising:

retrieving additional vertex data by calling the convention-defined vertex parameter.

26. (new) The method of claim 22, wherein the application-defined identifier corresponds to a vertex attribute register.

27. (new) A method for graphics processing, the method comprising:
- receiving a convention-defined vertex parameter;
  - determining an application-defined vertex-attribute identifier associated with the convention-defined vertex parameter; and
  - passing the determined application-defined vertex-attribute identifier to an application-programmable vertex program.
28. (new) The method of claim 27, further comprising:
- retrieving the vertex data associated with the convention-defined vertex parameter by calling the application-defined vertex-attribute identifier; and
  - generating a graphical output using the retrieved vertex data.
29. (new) A method for integrating application-programmable vertex processing with conventional vertex processing, the method comprising:
- mapping an application-defined identifier to a convention-defined vertex parameter, wherein the application-defined identifier is definable by an application-defined vertex program and wherein the application-defined identifier is associated with vertex data;
  - retrieving the vertex data associated with the application-defined identifier by calling the convention-defined vertex parameter; and
  - generating a graphical output using the retrieved vertex data.

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cont

30. (new) The method of claim 29, wherein the convention-defined vertex parameter comprises an OpenGL defined parameter.

31. (new) The method of claim 29, wherein the convention-defined vertex parameter comprises a D3D defined parameter.

32. (new) The method of claim 29, further comprising:  
retrieving additional vertex data associated with the convention-defined vertex parameter by calling the application-defined identifier.

33. (new) The method of claim 29, wherein the application-defined identifier corresponds to a vertex attribute register.

34. (new) A method for processing graphical data, the method comprising:  
receiving an application-defined vertex-attribute identifier from a vertex program;  
identifying a convention-defined vertex parameter associated with the application-defined vertex-attribute identifier; and  
passing the identified convention-defined vertex parameter to a vertex transformer.

35. (new) The method of claim 34, wherein passing the identified convention-defined vertex parameter comprises:

passing the identified convention-defined vertex parameter to a GL vertex transformer.

13B 36. (new) The method of claim 34, further comprising:

retrieving the vertex data associated with the application-defined vertex-attribute identifier by calling the convention-defined vertex parameter; and  
generating a graphical output using the retrieved vertex data.

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